

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



MILD VIOLENCE

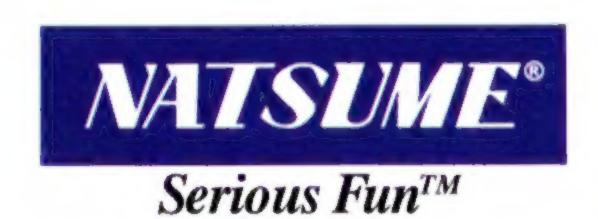
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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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The Story

Are you ready to Robattle? Medabot mania is sweeping the planet! At this very second, Medafighters of all levels are pitting their high-performance Medabot robotic pets against other Medabots in a global contest that will determine a new World Champion! From backyards to schoolyards, alleys to arenas, children and adults are vying for a shot at the World Robattle Tournament, a highly anticipated event. If you

want to prove that you have what it takes to be the best,

you must defeat other Medafighters and

Medabots and win Medaparts that will improve your Medabot. This instruction manual contains valuable charts and information essential for claiming the title of World Champion!

Getting Started

1. Before inserting the Game Pak, make sure that your Nintendo Game Boy ® Advance is switched off. The Game Pak may be damaged if inserted while your Nintendo Game Boy Advance system is on.

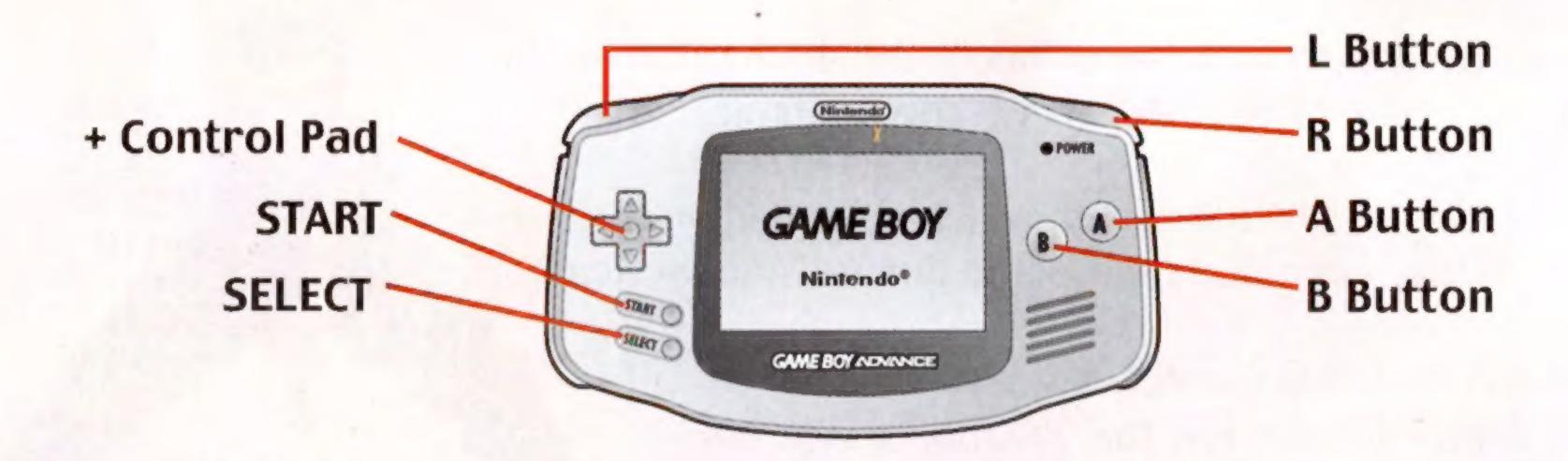
2. Insert *Medabots AX* Game Pak in the slot located on the top of your Nintendo Game Boy Advance system.

3. Turn ON the POWER switch, which is located on the bottom left side of your Nintendo Game Boy Advance system.

4. The Nintendo logo screen and licensing screen should appear followed by the *Medabots AX* introduction screen. If there are any problems, please repeat steps 1 and 2.

Button Controls

Name of Buttons



Island Map Controls

+ Control Pad Move Cursor
A Button Enter Available Stage
B Button Not used
START Team Formation Menu
SELECT Save Menu
L Button Not used
R Button Not used

Character Setup Controls

+ Control Pad

A Button

B Button

START

Select Panels at Medal Selection Menu

SELECT

Switch Leader and Partner Assignments

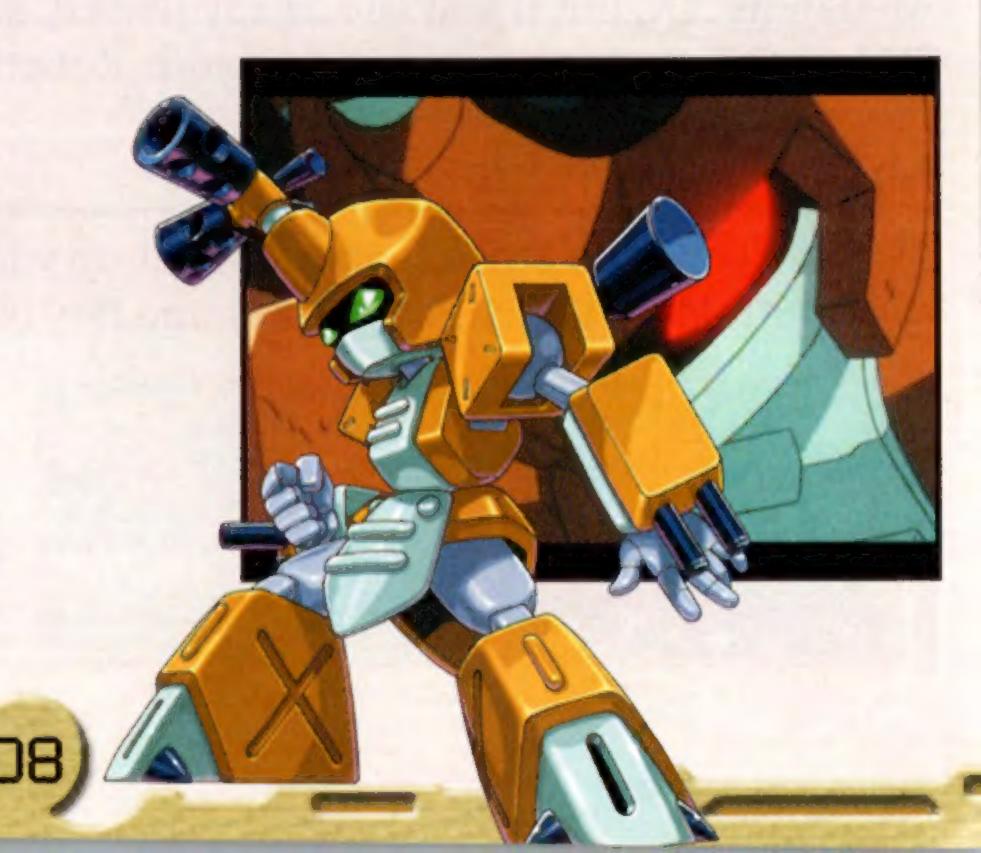
L Button

Move Panel Selection Down in Panel Selection

Move Panel Selection Down in Panel Selection

Robattle Controls

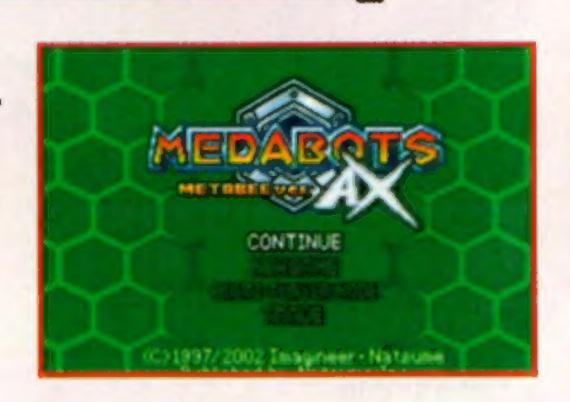
+ Control Pad	Move Medabot
A Button	Jump
B Button	Use Right Arm
+ Control Pad & B Button	Use Head Part
+ Control Pad & B Button	Use Left Arm
→ , → + Control Pad	Dash
↑,↑ + Control Pad	Special Leg Action
↓ ,↓ + Control Pad	Special Leg Action
START	Pause
SELECT	Use Medaforce
L Button	Block
R Button	Switch Partner Panels



Title Screen

Continue/New Game

If you've never Robattled on Game Boy Advance before, you'll only be able to select New Game the first time you play Medabots AX, but if you've already played, select the "Continue" option or you'll erase your Robattle progress!



Multi-Player Mode

Nothing's more intense than mixing it up with another human opponent in challenging multiplayer matches via the Game Boy ® Advance Game Link ® Cable!



You can link up for multiplayer Robattle matches by connecting to another Game Boy ® Advance and Medabots game via the Game Link ® Cable. You can even play against other players using other versions of Medabots AX for Game Boy ® Advance.

Trade Mode

It would take hours and hours to collect every Medapart, but Trade Mode allows you to find the best by trading with other players.



Connect two Medabots AX games via the Game Link ® Cable. Trade mode allows you to trade specific Medaparts or medals between two players, but you have to decide if the trade is fair.



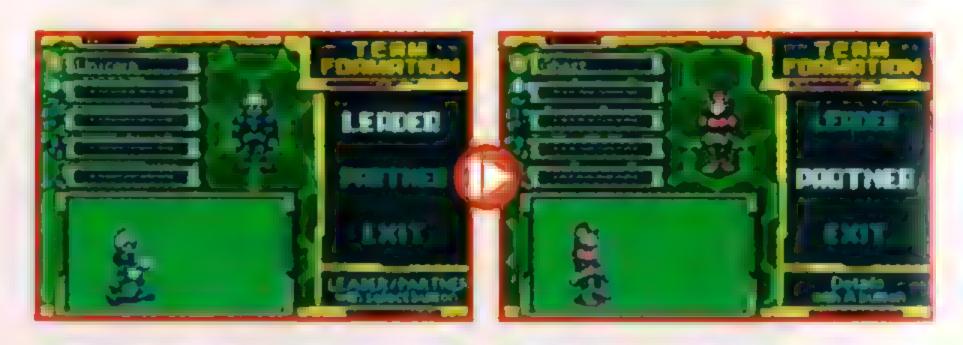
Medabots Setup

How you configure your Medabot can make the difference between an easy Robattle and one that's nearly impossible to win. Two important pre-battle factors to consider are the types of weapons used by your opponents and the stage environment.



Choose Your Role

Press Select at the Team Formation menu to swap roles between leader and partner. You always control the leader Medabot. If you want, you can choose to have two Male or Female Tin-pets. Do this by either selecting "Leader" or "Partner" then highlight any Medapart and press Select to change Tin-pets from Male to Female.



Typically the leader carries the best weapons and the partner provides support with secondary weapons and components that will help repair damaged equipment.

Choose Your Medal

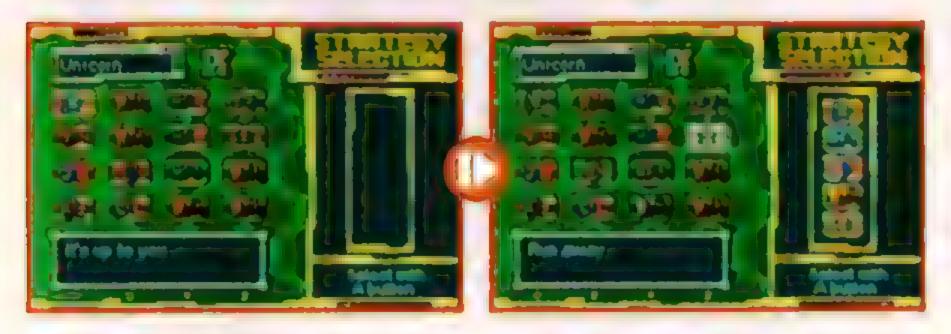
Medals have different functions, but all are considered the brain and soul of a Medabot. As a Medabot gains experience, the equipped Medal grows more powerful.



The Medal that you select for each Medabot should improve their performance in a Robattle. For example, the recovery powers of the Mermaid Medal should be equipped to a partner who can heal the leader during combat. Try to alway match your medals with your Medabots.

Panel Selection

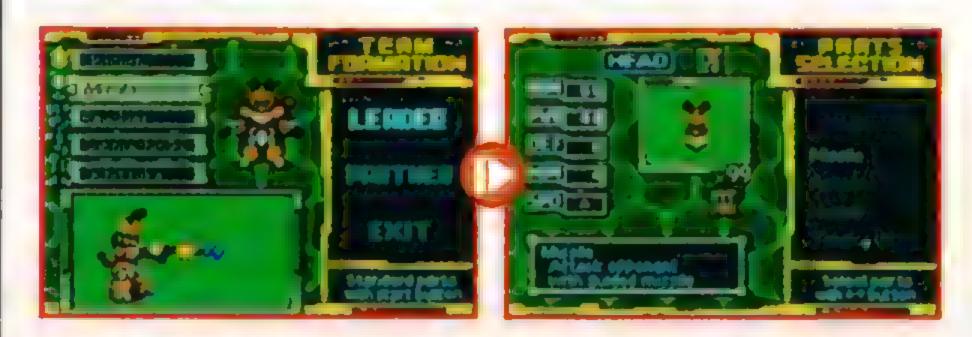
Panels are special tactical programs assigned to the partner. To access the Panel menu, press Start at the Medal Selection screen or when a medal is highlighted at the Team Formation screen.



Panels contain instructions that tell the partner what to do during a Robattle. You can assign up to five panels as long as the assigned tactics do not contradict the instructions that you've already selected.

Choosing Your Medaparts

To assign or change Medaparts, highlight a Medabot at the Team Formation menu and press the A Button. Use the Control Pad to scroll through your inventory. You can watch the action screen, as seen in the first screenshot, if you want to see the affect that each weapon has.



Keep in mind that weapons have different rates of fire and some weapons need to charge by holding a button. Some weapons will also fire or can be used more than just once by tapping the button repeatedly. Ideally you should carry several weapons with varied fire rates and ranges so you can handle all situations.

Item Chart

You'll increase your chances of winning if you understand all of the abbreviations used in the game. Here's a helpful chart:



^{*} Number of times a head Medapart can be used during a Robattle.

Robattle Strategy

Study the stage environments and your opponents' strategies in the Practice Areas. You'll find that top-ranked Medafighters develop strategies that use their surroundings to exploit their enemies. Cunning is the most powerful weapon of all.

Habitat

Base your weapon selection on the environment. For example, long-range missiles won't work well in narrow twisting passages.

Panels



Switch through your panels in battle by pressing the R Button. These control your partner and tell her what to do so try to remember what each one does.

Moves



Some opponents rely on speed and hit and run tactics. Match their quickness or select special Medaparts that slow the enemy down.

Power Ups



Some Medaparts have the ability to power up before you fire them which can cause greater damage then its normal use. Hold down the "firing button" to power up.

Robattle Rules

The green bar indicates the power of your Medaforce Meter. The Medaforce Meter will gradually fill as you take damage or stand still. Press Select to use your special Medaforce power when the meter is completely full.

The blue "L" above a Medabot indicates your team leader-the Medabot under your control. The blue triangle indicates your team partner. The Medabot with the red "L" above it is the enemy leader. You'll see a red triangle above the enemy partner.

You'll see the selected Panel(s) or tactics used by your partner here. To learn how to change partner tactics, check out the information about Panels on page 36.



These are your weapon power levels. Weapons must fully recharge before they can be used again. The "H" is your head parts power, the "R" is your right arm and "L" is your left arm part.

Depending on the head part selected, each Medabot has a certain number of times it can be used which is displayed here next to the Medaforce Meter.

Whenever a Medabot takes a hit, you'il see a color gauge and icon appear next to it. These four icons represent the head, left arm, right arm and leg parts on the Medabot. The color of the gauge represents the amount of accumulated damage. These colors range from blue (little damage) to red (severe damage). Each Medabot has a color-coded damage meter next to their Medal Meter representing each part as well. Remember, if the head part is destroyed then the Robattle is over.

The Island Map

After you start the game you'll see an island map with seven Robattle stages where you can compete or practice against other Medafighters. If you defeat the three opponents in each Robattle stage, you'll clear it. Win all six stages and you'll move on to the Tournament Stage where you'll fight fifteen of the best Robattlers in the world!



Preliminary Matches

Before you can proceed to the Tournament stage, you'll need to defeat all three Robattlers at each of the six preliminary Robattle Stages. It doesn't matter which stage you decide to take on first, but your opponents will become more challenging as you advance in experience and earn Medaparts.

The Practice Match at the Lake

The Practice Match option in every area is a great way to practice without the risk of losing a Medapart. Here you can check out the terrain and your competition while gaining valuable experience points!





Special Medaparts work well in certain environments. If you have a "diving" leg part at the Lake, you'll find that you can chase enemy Medabots easier than with leg or tread parts. It pays to practice before a real Robattle!

The Trial Match at the Lake

After you scope out the competition in practice, optimize your leader and partner Medaparts and start the Trial Match. The last of the three Medafighters is always the toughest, but if you win you'll earn a new Medapart.







Function Ceased

If the Leader Medabot's head is destroyed, Mr. Referee will then announce "Function Ceased!" and the Robattle will end.



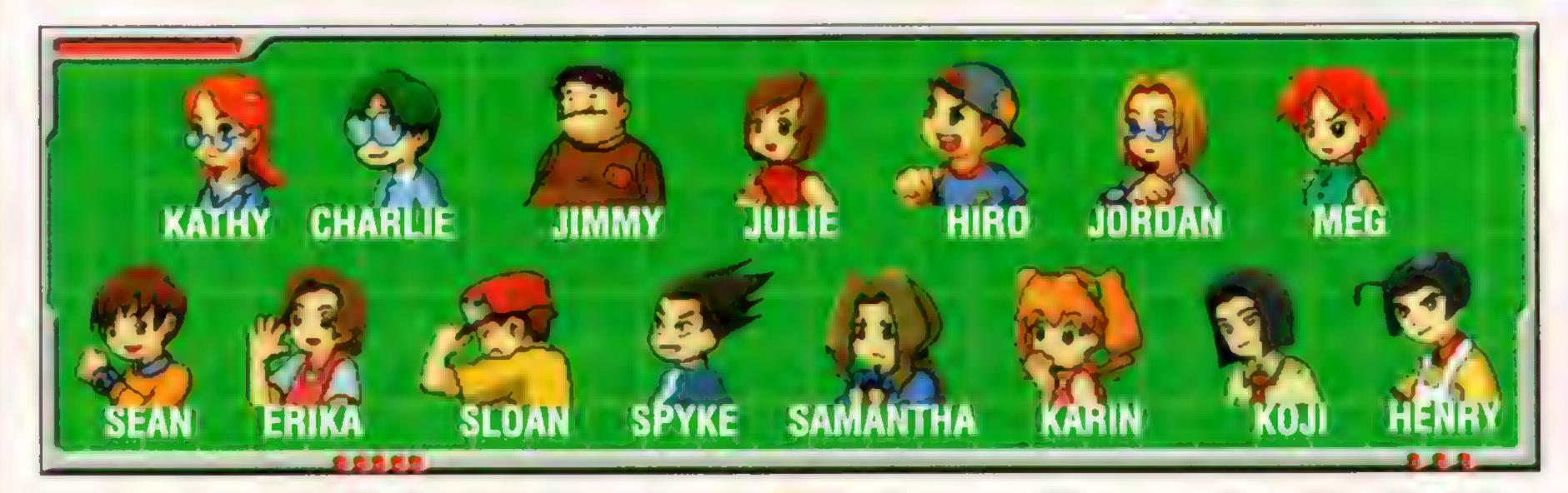


If you clear a stage, you'll earn a Medapart and experience points and panels for equipped Medals. After you advance to the Tournament arena you'll win Medaparts in every battle, but you'll lose a Medapart if your Medabot loses!

Tournament Matches

Tournament Matches are officially sanctioned by the Robattle Association and judged by Mr. Referee. The stakes are raised the moment that you compete in the Tournament arena. From now on, if you lose a battle here or in a Free Robattle, you'll also lose one of your Medaparts!





Return to the Preliminary Matches

Don't expect that the game ends if you win the tournament-there's still plenty of adventure left for advancing Medafighters, especially if you're ready to even the score with the Rubberobo Gang and their collection of rare Medals and powerful Medabots!

Shrimplips



Squidguts



Seaslug



Gillgirl





Characters



IKKI

10-year-old Ikki is a self-taught Medabot expert who knows more about Medabots and Robattling than most television commentators. He recently found a rare Medal that he put in an obsolete Medabot and created Metabee.

The Rubberobo Gang

Rumor has it that this menacing band of crooks is lurking around, but they're not after new Medafighters at local arenas. New security measures are now in place at the Robattle Tournament Arena.



Medabot Types



Metabee

Metabee is Ikki's Medabot. Unknown to most, Metabee carries a rare Kabuto (Hercules Beetle) Medal that gives him amazing power and a rebellious personality. Metabee specializes in long-range and fast-shooting weapons.

BELZELGA OCTOCLAM BRASS PHOENIX TOTALIZER NEUTRANURSE NIN-NINJA SUMILIDON GOREM-2 WARBANDIT **OCEANA** SNOWBRO MEGA-EMPEROR **FACE LANTERN** KROSSERDOG BABBYBLU SALDRON ACEHORN ARCREETLE PEPPERCAT

Medaparts

Medabots have specific strengths and weaknesses, so it's up to you to choose Medaparts that will protect your Medabot while inflicting the maximum damage on your opponent. The following pages contain vital information on every head, arm, leg and Medal component in the game.

Choose Your Medaparts



If you don't want to create your own Medabot in the Medaparts selection menu then simply just choose your character and highlight one of its Medaparts and use the "L Button" or "R Button" to scroll through each Medabot you have already collected.

Medapart Chart

Certain Medaparts and Medabot
Medals are only available in each
Medabots AX version. The chart
below is color coded and will let you
know which Medaparts and Medabot
Medals can be found in each version of
Medabots AX.

Found in both the Medabots AX Metabee & Rokusho Ver.

Only found in Medabots AX Metabee Ver.

Only found in Medabots AX Rokusho Ver.

Head Parts / Male



Missile

ARM 45 NUM 03 PWR 40 SPD C DEF 03



Antenna

ARM 50 NUM 03 PWR 40 SPD D DEF 04



Hunter

ARM 35 NUM 06 PWR 32 SPD B DEF 04



Tension Up

ARM 45 NUM 03 PWR 17 SPD D DEF 04



Deathbreak

ARM 65 NUM 03 PWR 24 SPD D DEF 07



Fracture

ARM 35 NUM 02 PWR 12 SPD D DEF 08



Guardian

ARM 50 NUM 03 PWR 00 SPD S DEF 08



Hatchin

ARM 30 NUM 04 PWR 22 SPD A DEF 07



Tyranoslaser

ARM 60 NUM 02 PWR 30 SPD D DEF 00



Spydertrap

ARM 30 NUM 07 PWR 30 SPD B DEF 07



Cover-Up

ARM 35 NUM 06 PWR 32 SPD B DEF 04



Head Cannon

ARM 30 NUM 08 PWR 17 SPD S DEF 04



Missile Base

ARM 60 NUM 02 PWR 30 SPD D DEF 00



Helmet

ARM 25 NUM 03 PWR 00 SPD C DEF 04



Blastgun

ARM 30 NUM 03 PWR 32 SPD B DEF 03



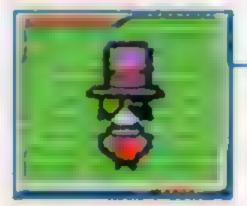
New Wave

ARM 40 NUM 04 PWR 20 SPD B DEF 08



Power Driver

ARM 50 NUM 04 PWR 20 SPD D DEF 07



Grave Lane

ARM 45 NUM 04 PWR 50 SPD D DEF 01



Dogu

ARM 80 NUM 00 PWR 00 SPD --- DEF 07



Clearshield

ARM 75 NUM 05 PWR 16 SPD D DEF 02



Pan

ARM 45 NUM 04 PWR 12 SPD C DEF 02



Peck Strike

ARM 20 NUM 03 PWR 85 SPD D DEF 03



Prominence

ARM 45 NUM 02 PWR 58 SPD D DEF 03





Right Arm Parts / Male



Revolver

SPD C **ARM 35 PWR 05** DEF 04



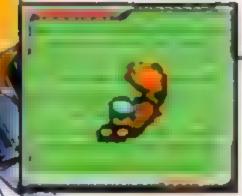
Sword

SPD B **ARM 35 PWR 07** DEF 05



Flexorsword

ARM 35 SPD B **PWR 05** DEF 06



Shoot Barrel

SPD C **ARM 40 PWR 03** DEF 05



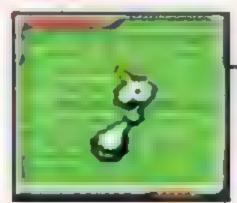
Deathmissile

SPD D ARM 65 **PWR 24** DEF 06



Past Touch

SPD D ARM 25 **PWR 03** DEF 07



Canceller

ARM 50 SPD **PWR 00** DEF 07



Catch

ARM 30 SPD A PWR 09 DEF 06



Megalaser

SPD D ARM 60 **PWR 12** DEF 00



Cheapertrap

ARM 30 В SPD PWR 12 DEF 06



Ninja Dagger

ARM 30 SPD A **PWR 07** DEF 03



Aim Rifle

ARM 30 SPD **PWR 05** DEF 04



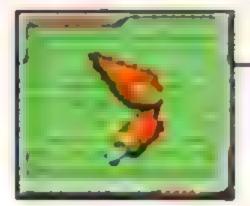
Intermissile

ARM 60 SPD D **PWR 12** DEF 00



Helmight

ARM 20 SPD D **PWR 64** DEF 03



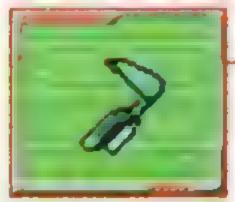
Fire Gun

SPD **ARM 30** B **PWR 13** DEF 03



Clinch Wave

ARM 40 SPD B PWR 08 DEF 07



Plus Driver

ARM 50 SPD D PWR 08 DEF 06



Judge Shield

ARM 70 SPD D PWR 06 DEF 02



Dohtack

ARM 80 SPD --PWR 00
DEF 06



Knightshield

ARM 75 SPD D PWR 06 DEF 02



Pun

ARM 45 SPD C PWR 05 DEF 02



Dondon Punch

ARM 20 SPD D PWR 34 DEF 03

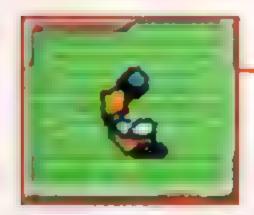


Ignition

ARM 30 SPD C PWR 07 DEF 03



Left Arm Parts / Male



Submachingun

ARM 35 SPD D PWR 12 DEF 06



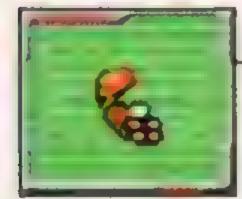
Pipo Hammer

ARM 35 SPD C PWR 19 DEF 07



Straw Hammer

ARM 35 SPD C PWR 17 DEF 08



Range Shooter

ARM 40 SPD D PWR 10 DEF 07



Deathlaser

ARM 65 SPD E PWR 35 DEF 08



Past Feel

ARM 60 SPD E PWR 08 DEF 09



Recovery

ARM 50 SPD B PWR 00 DEF 10



Twist

ARM 30 SPD C PWR 13 DEF 09



Gigalaser

ARM 60 SPD E PWR 18 DEF 00



Cheaptrap

ARM 30 SPD D PWR 18 DEF 09



Ninja Sword

ARM 30 SPD A
PWR 15
DEF 05



Battle Rifle

ARM 30 SPD C PWR 10 DEF 06



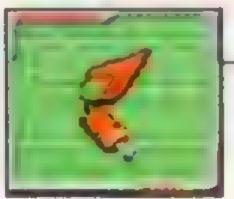
Guidemissile

ARM 60 SPD E PWR 18 DEF 00



Helming

ARM 20 SPD E PWR 96 DEF 04



Flame Gun

ARM 30 SPD D PWR 19 DEF 04



Nibble Wave

ARM 40 SPD D PWR 12 DEF 10



Minus Driver

ARM 50 SPD E PWR 12 DEF 09



Crime Stick

ARM 35 SPD E PWR 03 DEF 03



Dohtatack

ARM 80 SPD ---PWR 00 DEF 09



Greatshield

ARM 75 SPD E PWR 09 DEF 03



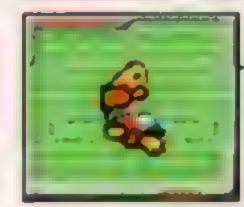
Keen

ARM 45 SPD D PWR 07 DEF 03



Dopa Punch

ARM 20 SPD E PWR 51 DEF 04



Explode

ARM 30 SPD D PWR 14 DEF 05







Leg Parts / Male



Ochitsuka

ARM 50 DEF 03 SPD C



Tatacker

ARM 50 DEF 04 SPD B



Sharpedge

ARM 45 DEF 04 SPD B



Abductor

ARM 50 DEF 04 SPD C



Deathcrawler

ARM 55 DEF 06 SPD E



Umbilical

ARM 80 DEF 07 SPD E



Ace Hooves

ARM 40 DEF 07 SPD D



Swick

ARM 30 DEF 06 SPD C



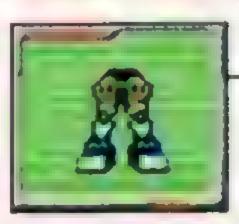
Rollertank

ARM 105 DEF 02 SPD E



Multi-leg

ARM 30 DEF 06 SPD C



Tiptoe

ARM 45 DEF 04 SPD A



Howzer

ARM 45 DEF 04 SPD B



Limptank

ARM 115 DEF 00 SPD E



Helchaos

ARM 45 DEF 04 SPD C



Red Tail

ARM 25 DEF 03 SPD B



Fishtail

ARM 55 DEF 07 SPD D



Smacker

ARM 60 DEF 06 SPD E



Protoauto

ARM 45 DEF 01 SPD S



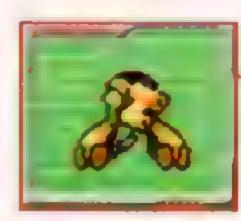
Dokan

ARM 80 DEF 06 SPD E



Trojan Horse

ARM 55 DEF 02 SPD A



Squashbasher

ARM 45 DEF 02 SPD S



Wanafly

ARM 20 DEF 03 SPD B



Fireworks

ARM 55 DEF 03 SPD B





Head Parts / Female



Variablehair

ARM 40 NUM 04 PWR 41 SPD D DEF 05



Holy Helm

ARM 20 NUM 02 PWR 06 SPD D DEF 04



Pretty Face

ARM 50 NUM 05 PWR 00 SPD D DEF 07



All Repair

ARM 30 NUM 06 PWR 17 SPD E DEF 09



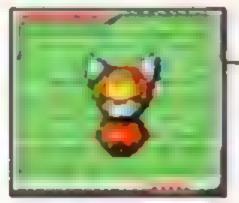
Flip

ARM 30 NUM 06 PWR 16 SPD C DEF 02



Sala-Head

ARM 30 NUM 05 PWR 00 SPD C DEF 07



Light circuit

ARM 25 NUM 05 PWR 18 SPD B DEF 05

Right Arm Parts / Female



Pateri Vulcan

ARM 25 SPD B PWR 09 DEF 05



Donor

ARM 25 SPD D PWR 05 DEF 05



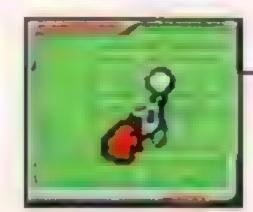
Pride Viper

ARM 50 SPD D PWR 00 DEF 06



Cure Hand

ARM 30 SPD E PWR 07 DEF 08



Flap

ARM 30 SPD C PWR 07 DEF 02



Sala-Hand

ARM 30 SPD C PWR 00 DEF 06



Light Jab

ARM 25 SPD B PWR 08 DEF 05



Left Arm Parts / Female



Short Shot

ARM 25 SPD B PWR 11 DEF 07



Translate

ARM 25 SPD D PWR 07 DEF 07



Desire Bison

ARM 50 SPD D PWR 00 DEF 08

33



Repair Arm

ARM 30 SPD E PWR 10 DEF 11



Flop

ARM 30 SPD D PWR 10 DEF 02



Sala-Arm

ARM 30 SPD D PWR 00 DEF 08



Light Blow

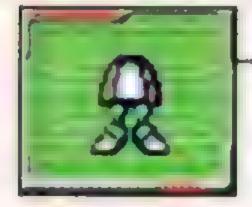
ARM 25 SPD C PWR 11 DEF 07

Leg Parts / Female



Flaregather

ARM 40 DEF 05 SPD B



Petticoat

ARM 35 DEF 04 SPD A



Queendresser

ARM 60 DEF 06 SPD C



Purple Fin

ARM 45 DEF 08 SPD C



Flavor

ARM 100 DEF 02 SPD D



Sala-Tail

ARM 55 DEF 06 SPD C



Quick Alert

ARM 40 DEF 05 SPD S

Medabot Medals

Often considered the most valued prize of all, Medabot Medals feature rare preprogrammed circuitry that allows your Medabot to use special powers to heal itself or cause harm to enemy Medabots. You'll collect more Medals the more Robattles you win.



Kabuto

Attack With Guided Missiles



!

Scatter
Bombs In
A Range



Monkey

Recover Head Repetitions



Phoenix

Causes Continual Damage



Kuwagata

Cause Great
Damage With
Shockwave



Spider

Sets Trap Against Attacks



Devil

Damage To Defenseless Enemy



Ghost

Confuse Your Opponent



Mermaid

Recover All Parts Of Self & Allie



Bear

Temporay Increase Parts Power



Unicorn

Recover Damage From Enemy



Alien

Randomly Activate Medaforce

Medabot Panels

During a match, Partner Medabots follow the tactical instructions on their Medabot Panels. To access the Panel menu, press Start at the Medal Selection screen. You can select up to five Panels so choose wisely. To change during battle use the R Button.



It's Up To You



Stay Close To Me



Stay Away From Me



Hit and Run Away



Okay Shooter



Fine Supporter



Good Grappler



Run Away



Attack Enemy Leader



Attack Enemy Partner



Fight Back

These are a sample of a few of the panels you'll find in the game. There are a total of 16 Panels per Medal. Keep winning matches and you're bound to find them all!

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